

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application.

**Listing of Claims:**

1. (original) A signalling system, comprising:

a gaming server operable under program control to regulate progress of a multiplayer game playable by a plurality of participating players, in accordance with game play decisions made, in turn, by each of the participating players;

a user terminal associated with each player, each user terminal being operable by the player to access the gaming server along a communication channel and to make game play decisions; and

a display facility associated with each user terminal, the display facility being responsive to communication from the gaming server to display to the player an indicium representative of a status of that player's participation in the game, the status being a pending state where the player is next in turn to make a game play decision, and a completed state where the player is not next in turn to make a game play decision.

2. (original) A signalling system as claimed in claim 1 in which for the display facility is responsive to communication from the gaming server to display a plurality of indicia, each indicium being representative of a status of the participation in the game of a corresponding one of the plurality of the participating players.

3. (currently amended) A signalling system as claimed in ~~either one of claims 1 or 2~~ claim 2 in which the display facility is a display monitor associated with the user terminal, and any indicium is a graphic icon displayable on the display monitor.

4. (original) A signalling system as claimed in claim 3 in which the graphic icon represents the status of the player's participation in the game by a colour of the graphic icon.

5. (original) A signalling system as claimed in claim 4 in which the pending state is represented by a red colour of the graphic icon, and the completed state is represented by a green colour of the graphic icon.

6. (currently amended) A signalling system as claimed in ~~any one of the preceding claims~~ claim 5 in which each indicium has a corresponding identification means for identifying a participating player whose participation status in the game is indicated by that indicium.

7. (original) A signalling system as claimed in claim 6 in which the identification means is a corresponding nameplate.

8. (currently amended) A signalling system as claimed in ~~any one of the preceding claims~~ claim 1 in which the multiplayer game is a game of online poker.

9. (original) A method of signalling, comprising the steps of:  
regulating progress of a multiplayer game playable by a plurality of participating players,  
in accordance with game play decisions made, in turn, by each of the participating  
players;  
accessing a gaming server from a user terminal, along a communication channel; and  
displaying, on a display facility associated with the user terminal, an indicium  
representative of a status of a player's participation in the game, the status being a  
pending state where the player is next in turn to make a game play decision, and a  
completed state where the player is not next in turn to make a game play decision.

10. (original) A method as claimed in claim 9 in which a plurality of indicia are  
displayed on the display facility, each indicium being representative of a status of the  
participation in the game of a corresponding one of the plurality of participating players.

11. (currently amended) A method as claimed in ~~either one of claims 9 or 10~~ claim  
10 in which any indicium is displayed as a graphic icon on a display monitor.

12. (original) A method as claimed in claim 11 in which the status of the player's  
participation in the game is represented by means of a colour of the graphic icon.

13. (original) A method as claimed in claim 12 in which the pending state is represented  
by means of a red colour of the graphic icon and the completed state is represented by  
means of a green colour of the graphic icon.

14. (currently amended) A method as claimed in ~~any one of claims 9 to 13~~ claim 9 that includes the further step of identifying the indicium of each player to provide an identification of that participating player.

15. (original) A method as claimed in claim 14 in which the indicium is identified by means of a corresponding nameplate.